

IN THE CLAIMS

Please amend the claims as follows:

1. (Currently Amended) A method comprising:
receiving player input in a gaming control unit housed within a gaming device, the gaming control unit operable to control the presentation of a wagering game upon which monetary value may be wagered, the wagering game including a first game portion associated with a first output media and a different second game portion associated with a second output media;
presenting the first output media on a primary display housed within the gaming device;
performing a set of one or more game operations, wherein certain ones of the set determine an outcome of the wagering game;
determining by the gaming control unit a game state for the wagering game;
selecting by the gaming control unit in accordance with the game state a media control unit from a set of one or more media control units, wherein each media control unit includes an adapted video game system housed within the gaming device;
transmitting by the gaming control unit a set of one or more media presentation requests for the second output media to the selected media control unit; and
in response to the one or more media presentation requests, presenting by the selected media control unit the second output media indicated by the one or more media presentation requests on a display coupled to the selected media control unit and housed within the gaming device;
wherein the first output media includes content that is different from content of the second output media.
2. (Currently Amended) The method of claim 1, wherein the adapted video game system is adapted from a Sony PLAYSTATION®2 video game system.
3. (Previously Presented) The method of claim 1, where the wagering game is a slot machine game.

4. (Currently Amended) The method of claim 1, wherein the adapted video game system is adapted from a Microsoft XBOX[®] video game system.
5. (Previously Presented) The method of claim 1, further comprising:
receiving, in the gaming control unit, a set of one or more media presentation
acknowledgements from the selected media control unit, wherein the media
presentation acknowledgements indicate that the selected media control unit has
presented the media indicated by the one or more presentation requests.
6. (Previously Presented) The method of claim 5 further comprising:
determining whether a designated number of media presentation acknowledgements have
been received; and
if the number of media presentation acknowledgements has not been received,
retransmitting at least one of the one or more presentation requests.
- 7-9. (Canceled)
10. (Previously Presented) The method of claim 1, further comprising:
receiving, in the selected media control unit the one or more media presentation requests
presenting media on a display unit or a sound unit of the selected media control unit;
and
transmitting media presentation acknowledgements to the gaming control unit.
11. (Previously Presented) The method of claim 10, wherein each of the one or more media
presentation requests indicates a media sample, and wherein the media sample is stored within
the adapted video game system.
- 12-14. (Canceled)

15. (Currently Amended) A gaming device comprising:

a housing for the gaming device;

a gaming control unit disposed within the housing, the gaming control unit operable to:

present a wagering game upon which monetary value may be wagered, the
wagering game including a first game portion associated with a first
output media and a different second game portion associated with a
second output media,

determine a game state of the wagering game,

select a media control unit in accordance with the game state, wherein the media
control unit is disposed within the housing, and

transmit media presentation requests for the second output media to the selected
media control unit, wherein the media control unit is operable to receive
the media presentation requests from the gaming control unit and present
the second output media, and further wherein the media control unit
includes an adapted video game system disposed within the housing;

a display unit communicatively coupled to the media control unit to display video; and

a set of one or more user input devices coupled to the gaming control unit and operable to
provide user input to the gaming control unit for use in presenting the first portion
of the wagering game and the second portion of the wagering game, wherein user
input is received exclusively through the set of one or more user input devices;

wherein the first output media includes content that is different from content of the
second output media.

16. (Currently Amended) The gaming device of claim 15, wherein the gaming control unit is
operable to select a media control unit to present secondary media when the wagering game
executing on the gaming control unit is in a bonus state.

17. (Currently Amended) The gaming device of claim 15, wherein the adapted video game
system is an adapted Sony PLAYSTATION® 2 video game system.

18. (Original) The gaming device of claim 15, wherein the gaming device is a slot machine.
19. (Currently Amended) The gaming device of claim 15, wherein the adapted video game system is an adapted Microsoft XBOX[®] video game system.
20. (Canceled)
21. (Previously Presented) The gaming device of claim 16, wherein secondary media includes video animation.
- 22-23. (Canceled)

24. (Currently Amended) A machine-readable medium that provides instructions, which when executed by a machine, cause the machine to perform operations comprising:

receiving player input in a gaming control unit housed within a gaming device, the gaming control unit operable to control the presentation of a wagering game upon which monetary value may be wagered, the wagering game including a first game portion associated with a first output media and a different second game portion associated with a second output media;

presenting the first output media on a primary display housed within the gaming device;

performing a set of one or more game operations, wherein certain ones of the set determine an outcome of the wagering game;

determining by the gaming control unit a game state for the wagering game;

selecting by the gaming control unit in accordance with the game state a media control unit from a set of one or more media control units, wherein each media control unit includes an adapted video game system housed within the gaming device;

transmitting by the gaming control unit a set of one or more media presentation requests for the second output media to the selected media control unit; and

in response to the one or more media presentation requests, presenting by the selected media control unit the second output media indicated by the one or more media presentation requests on a display coupled to the selected media control unit and housed within the gaming device;

wherein the first output media includes content that is different from content of the second output media.

25. (Currently Amended) The machine-readable medium of claim 24, wherein the adapted video game system is adapted from a Sony PLAYSTATION® 2 video game system.

26. (Previously Presented) The method of claim 24, where the wagering game is a slot machine game.

27. (Currently Amended) The machine-readable medium of claim 24, wherein the adapted video game system is adapted from a Microsoft XBOX® video game system.

28. (Previously Presented) The machine-readable medium of claim 24, wherein the instructions further include:
- receiving, in the gaming control unit, a set of one or more media presentation acknowledgements from the selected media control unit, wherein the media presentation acknowledgements indicate that the selected media control unit has presented the media indicated by the one or more presentation requests.
29. (Previously Presented) The machine-readable medium of claim 1 further comprising:
- determining whether a designated number of media presentation acknowledgements have been received; and
- if the number of media presentation acknowledgements has not been received, retransmitting at least one of the one or more presentation requests.
- 30-32. (Canceled)
33. (Previously Presented) The machine-readable medium of claim 24, wherein the instructions further include:
- receiving, in the selected media control unit the one or more media presentation requests;
- presenting media on a display unit or a sound unit of the selected media control unit;
- and
- transmitting media presentation acknowledgements to the gaming control unit.
34. (Previously Presented) The machine-readable medium of claim 33, wherein each of the one or more media presentation requests indicates a media sample, and wherein the media sample is stored within the adapted video game system.
- 35-37. (Canceled)